

Name: _____

Date: _____

Video Game Analysis

Directions: In the boxes below, describe the storytelling elements of a video game. In the first box, describe what the element is like in the game. (Ex, Mood = spooky, gloomy, and dank.) In the second box, describe the techniques used to create the element. (Ex. Mood= created by the colors and music used). You do not need to use complete sentences, but you should write detailed information and use vivid vocabulary in each box.

Storytelling element	Description	Techniques used
Mood		
Character		
Setting		
Conflict		
Resolution		
Point of view		
Pacing		